

EXHIBIT 4

PUBLIC VERSION

1 UNITED STATES DISTRICT COURT
2 NORTHERN DISTRICT OF CALIFORNIA, SAN JOSE DIVISION
3

4 -----
5 IN RE: HIGH-TECH EMPLOYEE)
6 ANTITRUST LITIGATION) No. 11-CV-2509-LHK
7 -----
8
9

10 HIGHLY CONFIDENTIAL - ATTORNEYS' EYES ONLY
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12

13 VIDEOTAPED DEPOSITION OF SIDDHARTH HARIHARAN
14 San Francisco, California
15 Friday, October 12, 2012
16 Volume I
17
18
19

20 Reported by:
21 ASHLEY SOEVYN
22 CSR No. 12019
23 Job No. 1541277
24

25 PAGES 1 - 310

Page 1

1	A. Yes.	09:14:40
2	Q. And did you move from San Francisco to El	09:14:41
3	Salvador at some point after you left Zynga?	09:14:43
4	A. Yes.	09:14:48
5	Q. And you left Zynga in about April of	09:14:48
6	2010?	09:14:51
7	A. Yes.	09:14:51
8	Q. At what point did you -- strike that.	09:14:53
9	At some point, did you move from El	09:14:56
10	Salvador to Surrey, British Columbia?	09:14:58
11	A. Yes.	09:15:00
12	Q. When did you move from El Salvador to	09:15:00
13	Surrey, British Columbia?	09:15:04
14	A. End of July.	09:15:05
15	Q. July of 2012?	09:15:06
16	A. 2012.	09:15:07
17	Q. So you said that you operate your business	09:15:10
18	out of your home in Surrey, but your business is	09:15:11
19	located in El Salvador?	09:15:15
20	A. Yes.	09:15:16
21	Q. What's the name of that business that	09:15:17
22	you're referring to?	09:15:18
23	A. InEarth.	09:15:21
24	Q. And I've seen references to InEarth in some	09:15:24
25	of the documents. That's a -- that's your own	09:15:26

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1	company, correct?	09:15:29
2	A. Correct.	09:15:30
3	Q. Are you the sole proprietor of InEarth?	09:15:31
4	MR. HARVEY: Objection, calls for a legal	09:15:34
5	conclusion.	09:15:37
6	BY MR. PURCELL:	09:15:38
7	Q. You can answer.	09:15:38
8	A. I am not.	09:15:40
9	Q. All right. What -- what is your ownership	09:15:44
10	interest percentage-wise in InEarth?	09:15:45
11	A. At the present time, I am 70 percent	09:15:54
12	owner.	09:15:56
13	Q. And who accounts for the other 30 percent	09:15:57
14	ownership interest in InEarth?	09:15:59
15	A. A colleague of mine.	09:16:02
16	Q. What's that colleague's name?	09:16:04
17	A. Alex.	09:16:07
18	Q. Does Alex have a last name?	09:16:08
19	A. He does.	09:16:10
20	Q. What is Alex's last name?	09:16:10
21	A. Orozco.	09:16:13
22	Q. And how did Mr. Orozco -- strike that.	09:16:14
23	When InEarth was -- strike that.	09:16:19
24	When was InEarth founded?	09:16:22
25	A. Depends on where you're talking about.	09:16:25

Page 17

1 Q. There have been multiple iterations of the 09:16:30
2 company called InEarth? 09:16:32
3 A. Yes. 09:16:33
4 Q. When was the first iteration of InEarth 09:16:35
5 founded? 09:16:39
6 A. 2010. 09:16:39
7 Q. And was that after your departure from 09:16:40
8 Zynga? 09:16:44
9 A. Yes. 09:16:44
10 Q. And at that point, was InEarth based in San 09:16:45
11 Francisco? 09:16:47
12 A. Yes. 09:16:51
13 Q. And when InEarth was founded in 2010 in San 09:16:52
14 Francisco, what was the business of InEarth? 09:16:58
15 A. It was making social video games. 09:17:01
16 Q. And at some point, was there a change in 09:17:07
17 InEarth's business as far as what InEarth does? 09:17:09
18 A. No. 09:17:15
19 Q. So from its founding in 2010 to the 09:17:15
20 present, InEarth has focused on development of 09:17:19
21 social games? 09:17:23
22 A. Yes. 09:17:24
23 Q. And that's still what it does today? 09:17:24
24 A. Yes. 09:17:27
25 Q. At what point did Mr. Alex Orozco come on 09:17:27

1	Q. There have been multiple iterations of the	09:16:30
2	company called InEarth?	09:16:32
3	A. Yes.	09:16:33
4	Q. When was the first iteration of InEarth	09:16:35
5	founded?	09:16:39
6	A. 2010.	09:16:39
7	Q. And was that after your departure from	09:16:40
8	Zynga?	09:16:44
9	A. Yes.	09:16:44
10	Q. And at that point, was InEarth based in San	09:16:45
11	Francisco?	09:16:47
12	A. Yes.	09:16:51
13	Q. And when InEarth was founded in 2010 in San	09:16:52
14	Francisco, what was the business of InEarth?	09:16:58
15	A. It was making social video games.	09:17:01
16	Q. And at some point, was there a change in	09:17:07
17	InEarth's business as far as what InEarth does?	09:17:09
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20	present, InEarth has focused on development of	09:17:19
21	social games?	09:17:23
22	A. Yes.	09:17:24
23	Q. And that's still what it does today?	09:17:24
24	A. Yes.	09:17:27
25	Q. At what point did Mr. Alex Orozco come on	09:17:27

Page 80

Page 81

24	Q.	Was there a lag time in between, though?	11:10:42
25	A.	Yeah, there might have been a lag time.	11:10:47

1 Maybe a couple weeks or maybe a week, I'm not 11:10:49
2 sure. 11:10:51

3 Q. When you first started at EA, what was your 11:10:52
4 job? 11:10:58

5 A. I was working on NHL 07, I think it was. 11:10:58
6 I'm not sure. It was NHL, and I was doing audio 11:11:07
7 AI. 11:11:11

8 Q. And when you say "audio AI," just for a 11:11:12
9 layperson like myself, what does that mean? 11:11:16

10 A. Crowd reaction, any type of sounds in the 11:11:18
11 game that get triggered because of artificial 11:11:22
12 intelligence. 11:11:26

13 Q. And what were you doing to enable the audio 11:11:27
14 AI of the game, were you building tools? 11:11:30

15 A. No, that was actually the time where I was 11:11:34
16 mostly working on game code. 11:11:42

17 Q. At some point did you move on to a 11:11:44
18 different project at EA after NHL 07? 11:11:45

19 A. Yeah, I think two months later they -- they 11:11:50
20 put me on a tool steam at that point, I think. 11:11:55

21 Q. And when you moved over to the tool steam 11:11:59
22 at EA, what -- what tools were you working on? 11:12:01

23 A. I can't remember. There were a lot of 11:12:04
24 tools. It was one to build faces, so they could 11:12:06
25 just randomize a whole bunch of faces with one click 11:12:12

1 of the button, create like 50,000 faces. 11:12:17

2 Another one was, like, stadium validation. 11:12:21

3 Another one was, like, little tools, like for 11:12:23

4 analyzing reports. There is like a validation. 11:12:27

5 There's a lot of tools that I worked on there. I 11:12:32

6 think I even did one for proportional modeling -- so 11:12:40

7 proportional modeling tool for Maya. 11:12:44

8 Q. When you say "proportional modeling," do 11:12:45

9 you mean a tool that was designed to ensure that the 11:12:47

10 proportions of all the visual objects in the game 11:12:52

11 were -- 11:12:54

12 A. No. 11:12:54

13 Q. -- in relation to one another? 11:12:54

14 A. No. 11:12:57

15 Q. Sorry, what does proportional modeling 11:12:57

16 mean? 11:13:00

17 A. Proportional modeling is -- it's -- it's -- 11:13:01

18 it's with 3D geometry. When you -- when you 11:13:02

19 manipulate 3D geometry, you pull ver- -- verti- -- 11:13:05

20 vertices. Everything is -- everything is, at the 11:13:12

21 end of the day, vertices and triangles. You're 11:13:13

22 pulling vert- -- vert- -- actual vertices, which is 11:13:17

23 not organic. It doesn't feel organic. But 11:13:19

24 proportional modeling is where -- when you pull a 11:13:23

25 vertex, there is a fall-off radius that you can 11:13:27

1 control, which also pulls other vertices with some 11:13:31
2 kind of a mathematical formula. So with some kind 11:13:36
3 of a curve. So imagine pulling a cheek and not 11:13:41
4 pulling one dot, but pulling -- yeah. 11:13:44

5 Q. Are there any other projects that you can 11:13:51
6 recall working on during your time at EA? 11:13:54

7 A. Like I said, there were a lot of projects. 11:13:56
8 It's very hard for me to -- to pinpoint. There were 11:13:58
9 a lot. 11:14:03

10 Q. After your work on NHL 07, were there any 11:14:04
11 other instances at EA when you worked on game code, 11:14:08
12 as opposed to tools? 11:14:11

13 A. I'm sorry, can you repeat that, please? 11:14:15

14 Q. Sure. During your time at EA after you 11:14:18
15 finished your two-month project on NHL 07 that you 11:14:20
16 just discussed, were there any other projects where 11:14:25
17 you worked on game code rather than tools? 11:14:28

18 A. Yeah, there -- there were times, like -- 11:14:32
19 you know, I think I helped fix some bugs on FIFA. 11:14:35
20 There are, like, a couple bugs that I might have 11:14:39
21 fixed on NBA. These were little things, but I did 11:14:42
22 touch game code, if that's what you're getting at. 11:14:49

23 Q. Were there any other major projects, other 11:14:53
24 than bug fixes, during your time at EA where you 11:14:55
25 worked on game code? 11:14:58

1	MR. HARVEY: Objection, misstates prior	11:14:59
2	testimony.	11:15:01
3	BY MR. PURCELL:	11:15:03
4	Q. You can answer.	11:15:03
5	A. No. Not officially, no. It was -- it was	11:15:16
6	all -- like, when you say -- when I say "bug	11:15:18
7	fixing," you know, a bug fixing could be like a	11:15:21
8	portion of a rewrite of a feature. Like, it can be	11:15:23
9	a big thing. Take optimization as well. It could	11:15:26
10	be significantly more than just tweaking things here	11:15:30
11	and there. So when I said "bug fixing," it's not	11:15:33
12	officially working on a project, but it's like	11:15:37
13	you're -- you're helping the game. And I had to	11:15:41
14	touch game code, if that's what you're talking	11:15:44
15	about.	11:15:47
16	MR. PURCELL: All right. We need to change	11:15:47
17	the tape. Let's take a break.	11:15:48
18	THE VIDEOGRAPHER: This is the end of Disk	11:15:52
19	No. 1 in this deposition of Mr. Siddharth Hariharan	11:15:53
20	on October 12th, 2012. We are off the record at	11:15:59
21	11:15 a.m.	11:16:03
22	(Recess taken.)	11:30:43
23	THE VIDEOGRAPHER: This is the beginning of	11:30:54
24	Disk No. 2 in the deposition of Siddharth Hariharan	11:30:57
25	on October 12th, 2012. We are back on the record at	11:31:02

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1	11:31 a.m.	11:31:05
2	BY MR. PURCELL:	11:31:08
3	Q. So, Mr. Hariharan, you mentioned that	11:31:08
4	before moving from Radical to EA, you had a	11:31:11
5	conversation with a friend who worked at EA who told	11:31:14
6	you what his salary was, correct?	11:31:17
7	A. Correct.	11:31:23
■	■ [REDACTED]	■
■	■ [REDACTED]	■
10	A. Correct.	11:31:31
11	Q. Do you recall what salary your friend told	11:31:31
12	you he was making at EA?	11:31:33
■	■ [REDACTED]	■
14	Q. Was this friend of yours a more experienced	11:31:38
15	designer than you?	11:31:44
16	A. Yes, he was. Well, designer?	11:31:48
17	Q. I'm sorry -- strike that.	11:31:49
18	Was this friend of yours a more experienced	11:31:51
19	software engineer than you?	11:31:56
20	A. Yes, he was. Slightly more.	11:31:57
■	■ [REDACTED]	■
■	■ [REDACTED]	■
23	A. That is correct.	11:32:05
24	Q. Did you make any effort to negotiate that	11:32:06
25	amount upward with EA?	11:32:08

Page 87

Page 88

1 during your time at EA, where you had discussions 11:33:21
2 with your co-workers about relative salaries? 11:33:25
3 A. I wouldn't be able to say. 11:33:33
4 Q. More than a dozen? 11:33:35
5 A. Maybe. Maybe just under a dozen, maybe a 11:33:40
6 little bit more. 11:33:44
7 Q. What was the overall impression that you 11:33:45
8 got from these discussions about salaries with 11:33:47
9 co-workers? Did you feel you were being paid 11:33:49
10 fairly, based on what you heard from your peers? 11:33:54
11 A. You see, I wasn't too focused on my salary 11:34:07
12 while I was working at EA necessarily, but I was 11:34:11
13 just focused on doing my job. I cared about my 11:34:14
14 work. I was head down in my work. As long as the 11:34:22
15 system wasn't taking advantage of me, which I didn't 11:34:25
16 feel at the time they were, I was okay with what I 11:34:28
17 was getting paid. 11:34:31
18 Q. Did you ever use any of the information 11:34:35
19 that you got from your co-workers about salary while 11:34:38
20 you were at EA as the basis for going to your leader 11:34:42
21 and your manager and asking for more money? 11:34:47
22 A. During my time at EA, I never asked for 11:34:50
23 more money. 11:34:54
24 Q. Did you ever feel that you ought to be 11:34:58
25 getting paid more money? 11:34:59

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Page 91

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1 the same person what I, you know, told the recruiter 13:00:28
2 to contact me at EA, he also jumped ship right 13:00:32
3 before I jumped ship to Lucas, and he went to work 13:00:38
4 for Google. And he had told me his salary at that 13:00:44
5 time, and I believe another person also told me 13:00:46
6 their salary at that time they were making at 13:00:52
7 another company. And I remember thinking -- I 13:00:56
8 remember thinking -- well, seeing the numbers like 13:01:01
9 at Rockstar, at Sony online and what not, and the 13:01:04
10 numbers were like -- the pay I was getting at 13:01:11
11 Lucasfilm was 20 percent less. 13:01:15

12 But now to your question whether I was 13:01:19
13 happy with the pay, I was there at Lucas to work 13:01:22
14 with really smart people and a company founded by 13:01:27
15 George Lucas, so I was letting that slide. But I 13:01:30
16 was already aware at that time, prior to accepting 13:01:36
17 the offer itself, that I could do better with other 13:01:39
18 companies, but I chose Lucas because of the name. 13:01:43

19 And at that time, also, that the co-worker 13:01:48
20 that jumped ship from EA to Google told me his 13:01:53
21 salary at that time as well for Google, and it was 13:01:57

22 [REDACTED] [REDACTED] [REDACTED]
23 [REDACTED] [REDACTED]

24 And so I was like, well, we're getting kind 13:02:06
25 of the same. It's all good. We're good. And I 13:02:09

■ [REDACTED] ■

■ [REDACTED] ■

3 A. No, that's not what I'm saying. I'm saying 13:17:42

4 I did not give it too much thought. I put down a 13:17:44

5 number. I'm not sure if at the time I filled out 13:17:47

6 this application, if they made me an offer yet. So 13:17:50

7 as a -- so I'm not sure what I was thinking at that 13:17:55

8 time, but it was possible that I didn't want them to 13:18:01

9 lowball me and try to give me an offer that was far 13:18:05

10 lower, which is the natural reaction of anyone. 13:18:11

■ [REDACTED] ■

■ [REDACTED] ■

13 know. I'm not sure what my thing was. I just knew 13:18:22

14 at that time, I didn't feel it was their business. 13:18:25

15 Q. You didn't have any concerns about making a 13:18:28

16 statement on an employment application that wasn't 13:18:30

17 accurate? 13:18:32

18 A. I didn't see a line underneath there that 13:18:33

19 said "under penalty of perjury," so no. 13:18:36

20 MR. PURCELL: I would like to mark this as 13:18:49

21 Exhibit 7. 13:18:53

22 (Exhibit 7 marked for identification.) 13:19:18

23 BY MR. PURCELL: 13:19:18

24 Q. Mr. Hariharan, Exhibit 7 is a document 13:19:18

25 that's entitled, "Termination checklist." Do you 13:19:20

1	your title every change?	13:39:57
2	A. I don't think so.	13:40:04
3	Q. Did you ever receive a salary raise?	13:40:06
4	A. I did receive a salary raise of -- sorry,	13:40:10
5	go ahead.	13:40:17
6	Q. Roughly, when did that happen during your	13:40:18
7	time at Lucas Arts?	13:40:20
8	A. After my performance review.	13:40:22
9	Q. Would that have been sometime around the	13:40:26
10	new year in 2008?	13:40:28
11	A. I believe it was sometime in 2008, yes.	13:40:31
12	Q. And what sort of magnitude raise did you	13:40:38
13	receive?	13:40:40
14	A. I'm not sure. I thought maybe I received a	13:40:42
15	4K increase in my base. I think I did, so 89. I	13:40:44
16	don't know if I was officially told I got a raise,	13:40:52
17	or if I just saw it on my paycheck.	13:40:56
18	Q. After you received your raise, was there	13:40:59
19	ever a time you came to the understanding of raises	13:41:01
20	that your peers at Lucas Arts might have gotten?	13:41:06
21	A. I don't know if I was too concerned with	13:41:14
22	that at that point. Like I said, you know, like I	13:41:16
23	said earlier, I already felt that the big reason why	13:41:24
24	I was there is not really compensation. It was the	13:41:27
25	fact that I was working for Lucasfilm. You know, it	13:41:34

1 was a prestigious company to work for. 13:41:37

2 So I wasn't too concerned with it because I 13:41:41

3 already knew when I took that offer -- the initial 13:41:42

4 offer, that I was 20 percent lower than so many 13:41:44

5 other companies. 13:41:47

6 So whether that 4 percent increase or 13:41:49

7 whatever mattered, it didn't. So I didn't think I 13:41:52

8 was too involved. I don't think I cared about what 13:41:55

9 anyone else -- what raise anybody else got. I don't 13:41:58

10 think I cared. 13:42:02

11 Q. So you think sometime around the start of 13:42:03

12 2008 you got a raise from 85,000 a year to 89,000 a 13:42:05

13 year? 13:42:10

14 A. I believe so, yes. 13:42:10

15 Q. And at any point during your time at Lucas 13:42:14

16 Arts after you joined and got your signing and 13:42:16

17 relocation bonuses, did you ever get any other 13:42:18

18 bonuses? 13:42:21

19 A. I don't recall. I don't think so. Maybe, 13:42:28

20 I'm not sure. 13:42:30

21 Q. As you sit here today, you can't think of 13:42:31

22 any bonus you got after the initial ones while at 13:42:34

23 Lucas Arts? 13:42:40

24 A. I'm trying to think if I maybe got a 13:42:41

25 referral bonus. I don't think I did. I don't 13:42:43

1 Q. During your year and a half at Lucas Arts, 14:09:38
2 would you say that you got 100 such e-mails, fewer, 14:09:41
3 more? 14:09:48

4 A. So first off, just right around the 14:09:48
5 timeline, it was not a year and a half that I worked 14:09:50
6 there. It was definitely more than a year and a 14:09:54
7 half, so just pointing that out. I got probably 14:09:56
8 more. I'm not sure. It's possible I got more. I 14:10:09
9 don't know. 14:10:14

10 Q. Just to clarify the timeline, you were at 14:10:14
11 Lucas Arts for about a year and eight months, is 14:10:18
12 that more accurate, from January of 2007 to August 14:10:21
13 of 2008? 14:10:26

14 A. Okay. I guess it was a year and eight 14:10:29
15 months, so it's not that far off. 14:10:31

16 Q. All right. So when you were at Lucas Arts 14:10:34
17 and getting these unsolicited e-mails, who was 14:10:38
18 soliciting you, do you recall? 14:10:42

19 A. I'm not sure. It might have been -- might 14:10:48
20 have been other game companies. I'm not sure. 14:11:05

21 Q. Did you ever have discussions that you 14:11:07
22 recall with your co-workers about these unsolicited 14:11:10
23 recruiting e-mails? 14:11:13

24 A. Much later when I had already decided that 14:11:18
25 I was going to take one of these offers -- 14:11:20

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1 A. There may have been a couple of instances. 14:21:40
2 But I think for the most part they kept pretty 14:21:42
3 private about, you know, getting a cold call from a 14:21:47
4 competing company. I think they kept it -- I don't 14:21:50
5 know. I think there might have been a couple -- 14:21:53
6 might have said, "Hey, what do you think about this 14:21:56
7 company" or whatever. 14:21:58
8 Q. Do you remember any of the companies that 14:22:00
9 were mentioned during these conversations that might 14:22:02
10 have been about cold calls? 14:22:04
11 A. No. 14:22:08
12 Q. Going back to the Google cold call you 14:22:12
13 received specifically when the woman called you, 14:22:14
14 what was her pitch to you, what did she say? 14:22:25
15 A. Oh, she was not -- she initially called me 14:22:26
16 for a reference to a friend of mine who was working 14:22:28
17 at Lucas Arts, and he was going to Google, and he 14:22:32
18 works there right now still. But he is -- he was 14:22:36
19 going there, and -- yeah, she asked for a reference. 14:22:43
20 She listed me as a reference. She called me for 14:22:48
21 that. And then at the end of me giving the 14:22:49
22 reference, she said, "How would you like to work for 14:22:52
23 Google?" I said, "Well, right now, I'm pretty happy 14:22:56
24 at Lucas." I think she might have said, "Well" -- I 14:23:00
25 don't know if she gave some kind of way to contact 14:23:06

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1 her later. She said, "Well, if you change your 14:23:10
2 mind" -- or whatever. I don't know. I don't know. 14:23:12
3 I just know that she may -- said, "How you like to 14:23:16
4 work for Google?" 14:23:19

5 Q. Did she go into any more detail about the 14:23:22
6 sort of thing you might be able to do for Google? 14:23:24

7 A. I think she was just being putting two and 14:23:33
8 two together. She was like, "Well, here is another 14:23:35
9 guy that's applying to Google from Indiana Jones." 14:23:37
10 And, you know, I was a little bit senior to him. 14:23:41
11 She's like, "Well, probably make a good fit, too." 14:23:45

12 Q. The person who named you as a reference had 14:23:49
13 been working with you on the Indiana Jones, too? 14:23:52

14 A. Yes, I've worked with him. He's also a 14:23:56
15 software engineer. 14:23:58

16 Q. What was that person's name? 14:23:59

17 A. Well, I guess I can say. Well, I'm not 14:24:02
18 sure if I can say that name because he works for 14:24:05
19 Google right now, but I guess he doesn't have a fear 14:24:12
20 of reprisal. 14:24:13

21 Q. He's a potential witness in the case. 14:24:13

■ ■ [REDACTED] [REDACTED]
■ ■ [REDACTED] [REDACTED]
■ ■ [REDACTED] [REDACTED]
■ ■ [REDACTED] [REDACTED]

1 A. Sorry, let me clarify. Higher salary in 14:36:28
2 the sense that I got a job offer or I got this or 14:36:31
3 whatever, because I felt like that was not the 14:36:33
4 reason why I was working at these companies. So it 14:36:35
5 wasn't -- it wasn't salary necessarily. It was more 14:36:39
6 the experience of working for the companies. So I 14:36:45
7 was happy at Lucas, and that's why I didn't 14:36:49
8 entertain Google. And I was certainly not going to 14:36:54
9 go to Lucas and say, pay me more money because I 14:36:56
10 felt like, at that time, I'm being paid roughly 14:36:59
11 what, you know, a few people that I've asked are 14:37:03
12 making at Lucas and I'm happy with that. 14:37:07

13 Q. Didn't you feel that if you told your 14:37:12
14 manager that you'd gotten a cold call that that 14:37:16
15 could result in you maybe getting a higher salary? 14:37:19

16 A. No. 14:37:22

17 Q. So you mentioned two other cold calls later 14:37:26
18 at your time at Lucasfilm from Activision and Zynga, 14:37:28
19 correct? Do you recall which of those happened -- 14:37:31

20 A. Yes. 14:37:33

21 Q. Sorry, I jumped the gun. Do you recall 14:37:33
22 which of those happened first in time? 14:37:37

23 A. Activision happened first. 14:37:40

24 Q. And if you left Lucasfilm around August of 14:37:43
25 2008, do you remember how soon before that you had a 14:37:47

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1 STATE OF CALIFORNIA) ss:

2 COUNTY OF MARIN)

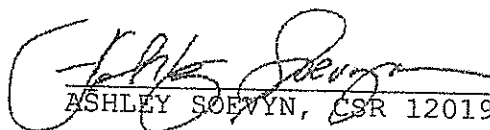
3
4 I, ASHLEY SOEVYN, CSR No. 12019, do hereby
5 certify:

6 That the foregoing deposition testimony was
7 taken before me at the time and place therein set
8 forth and at which time the witness was administered
9 the oath;

10 That the testimony of the witness and all
11 objections made by counsel at the time of the
12 examination were recorded stenographically by me,
13 and were thereafter transcribed under my direction
14 and supervision, and that the foregoing pages
15 contain a full, true and accurate record of all
16 proceedings and testimony to the best of my skill
17 and ability.

18 I further certify that I am neither counsel for
19 any party to said action, nor am I related to any
20 party to said action, nor am I in any way interested
21 in the outcome thereof.

22 IN THE WITNESS WHEREOF, I have transcribed my
23 name this 22nd day of October, 2012.

24
25 
ASHLEY SOEVYN, CSR 12019

Page 310